

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device;

at least one primary sound file stored in the data storage device;

at least one variant sound file stored in the data storage device, the variant sound file being a variation of the primary sound file, wherein the variation between the primary sound file and the variant sound file is a change in a music variable selected from the group consisting of key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

at least one player input event stored in the data storage device, the player input event associated with the variant sound file;

at least one speaker;

at least one player input device; and

a processor in communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after a predetermined event occurs; (b) plays the variant sound file after the player uses the player input device to cause the player input event associated with said variant sound file to occur; and (c) stops playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.

Claim 2 (original): The gaming device of Claim 1, which includes at least one game event stored in the data storage device.

Claim 3 (original): The gaming device of Claim 2, wherein the predetermined event is the game event.

Claim 4 (original): The gaming device of Claim 1, which includes a plurality of player input events stored in the data storage device.

Claim 5 (original): The gaming device of Claim 4, wherein the predetermined event includes one of a plurality of player input events.

Claim 6 (canceled)

Claim 7 (original): The gaming device of Claim 1, wherein the predetermined event is initiation of a predetermined game mode.

Claim 8 (original): The gaming device of Claim 7, wherein the game mode is selected from the group consisting of an attract mode, an idle mode, a normal mode, a game play mode, a bonus mode, a cashout mode, a credit roll-up mode, a jackpot mode, a hand pay mode and a player tracking mode.

Claim 9 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device;

at least one primary sound file stored in the data storage device;

at least one variant sound file stored in the data storage device, the variant sound file being a variant of the primary sound file, wherein the variation between the primary sound file and the variant sound file is a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of player input events stored in the data storage device, one of the player input events associated with the primary sound file and the other player input event associated with the variant sound file;

at least one speaker;

at least one player input device; and

a processor in communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after a player uses the player input device to cause the player input event associated with said primary sound file to occur; (b) plays the variant sound file after the player uses the player input device to cause the player input event associated with said variant sound file to occur; and (c) stops playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.

Claim 10 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device;

at least one primary sound file stored in the data storage device;

at least one variant sound file stored in the data storage device, the variant sound file being a variant of the primary sound file, wherein the variation between the primary sound file and the variant sound file is a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

at least one game event stored in the data storage device, the game event associated with the primary sound file;

at least one player input event stored in the data storage device, the player input event associated with the variant sound file;

at least one speaker;

at least one player input device; and

a processor in electronic communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after the game event associated with said primary sound file occurs; (b) plays the variant sound file after the player uses the player input device to cause the player input event associated with said variant sound file to occur; and (c) stops playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.

Claim 11 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device;

at least one primary sound file stored in the data storage device;

a plurality of variant sound files stored in the data storage device, each variant sound file being a variant of the primary sound file, wherein the variation between the primary sound file and each of the variant sound files is a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of player input events stored in the data storage device, each player input event associated with one of the variant sound files;

at least one speaker;

at least one player input device; and

a processor in electronic communication with the data storage device, the player input device and the speaker, which: (a) plays the primary sound file after a predetermined event occurs; (b) plays a first variant sound file after the player uses the player input device to make a first player input; (c) stops playing the primary sound file at a predetermined point in time after the player makes said first player input; (d) plays a second variant sound file after the player uses the player input device to make a second player input; and (e) stops playing the first variant sound file at a predetermined point in time after the player makes the second player input.

Claim 12 (currently amended): A method of providing a sound change in a gaming device, said method comprising the steps of:

initiating a predetermined game mode;

playing a primary sound file;

receiving a player input from a player; and

playing a variation of said primary sound file, wherein the variation of the primary sound file is a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording.

Claim 13 (original): The method of Claim 12, wherein the variation includes a musical change to said primary sound file.

Claim 14 (canceled)

Claim 15 (original): The method of Claim 13, wherein the step of playing the variation includes the step of playing a sound file which includes a musical change to said primary sound file.

Claim 16 (original): A method of providing a sound change in a gaming device, said method comprising the steps of:

- initiating a predetermined game mode;
 - playing a musical sound recording;
 - receiving a player input; and
 - changing a musical variable in said musical sound recording, wherein the step of changing the musical variable includes the step selected from the group consisting of: changing key, changing tempo, changing style, changing melody, changing beat, changing syncopation, changing notes, changing mode, changing scale, changing chords, changing pitch, changing voice, changing instrument and jumping from one section of a sound recording to a different section of said sound recording; and
- continuing to play the changed musical sound recording until a predetermined event occurs.

Claim 17 (canceled)

Claim 18 (original): The method of Claim 16, which includes the step of repeating steps (b) through (d) at least once.

Claim 19 (currently amended): A data storage device for a gaming device, said data storage device comprising:

- a memory device;

- at least one primary sound file stored in the memory device;

- at least one variant sound file stored in the memory device, the variant sound file being a variation of the primary sound file, wherein the variation between the primary sound file and the variant sound file is a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

- at least one player input event stored in the memory device, the player input event associated with the variant sound file; and

- a plurality of instructions for a processor, said instructions directing the processor to: (a) play the primary sound file after a predetermined event occurs; (b) play the variant sound file after the player causes the player input event associated with said variant sound file to occur; and (c) stop playing the primary sound file at a predetermined point in time after the player causes said player input event to occur.

Claim 20 (original): A gaming device having a wager game, comprising:

a plurality of player inputs;

a plurality of musical recordings;

a data storage device which stores the player inputs and musical recordings;

means for receiving player inputs; and

a processor in communication with the data storage device and the player input means, which: (a) plays one of the musical recordings after a particular event occurs; and (b) plays a variation of said musical recording after a player makes a predetermined player input, wherein the variation of said musical recording is a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording.

Claim 21 (canceled)

Claim 22 (original): A gaming device having a wager game, comprising:

a plurality of player inputs;

a plurality of musical recordings;

a plurality of musical variations to the musical recordings, each musical variation associated with one of the player inputs, wherein the variations to the musical recordings include a change in a music variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a data storage device which stores the player inputs, musical recordings and the musical variations;

means for receiving player inputs; and

a processor in communication with the data storage device and the player input means, which: (a) plays one of the musical recordings after a particular event occurs; (b) receives a player input; and (c) plays the musical variation associated with said player input.

Claim 23 (canceled)

Claim 24 (original): A gaming device having a wager game, comprising:

background music;

a plurality of musical changes to the background music, wherein each musical change is a change in a musical variable selected from the group consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

a plurality of wager options for a player;

computer memory which stores the background music, musical changes and wager options; and

a computer in communication with the computer memory which: (a) plays the background music at a particular time; (b) enables the player to select a wager option; and (c) plays the musical change associated with the selected wager option.

Claim 25 (canceled)

Claim 26 (currently amended): A gaming device having a wager game, comprising:

at least one data storage device;

a first sound file and a second sound file stored in the data storage device,
wherein said second sound file is a musical variation of said first sound file, and wherein
the musical variation is a change in a musical variable selected from the group
consisting of: key, tempo, style, melody, beat, syncopation, notes, mode, scale, chords,
pitch, voice, instrument and a jump from one section of a sound recording to a different
section of said sound recording;

at least one player input event stored in the data storage device, the player input
event associated with the second sound file;

at least one speaker;

at least one player input device; and

a processor in communication with the data storage device, the player input
device and the speaker, which: (a) plays the first sound file after a predetermined event
occurs; (b) plays the second sound file after the player uses the player input device to
cause the player input event associated with said second sound file to occur; and (c)
stops playing the first sound file at a predetermined point in time after the player causes
said player input event to occur.

Claim 27 (new): A gaming device comprising:

- A game operable upon a wager by a player;

- at least one data storage device;

- at least one primary sound file stored in the data storage device;

- a plurality of variant sound files stored in the data storage device, each variant sound file being a variant of the primary sound file, wherein the variation between the primary sound file and each of the variant sound files is a change in a music variable selected from the group consisting of: key, style, melody, syncopation, notes, mode, scale, chords, pitch, voice, instrument and a jump from one section of a sound recording to a different section of said sound recording;

- a plurality of player input events stored in the data storage device, each player input event associated with one of the variant sound files;

- a plurality of game events stored in the data storage device, each game event associated with one of the different variant sound files, said game events including at least one of: an attract mode, an idle mode, a normal mode, a game play mode, a bonus mode, a cashout mode, a credit roll-up mode, a jackpot mode, a hand pay mode and a player tracking mode;

- at least one speaker;

- at least one player input device; and

- a processor operable with the data storage device, the player input device and the speaker to: (a) play the primary sound file after one of the game event occurs; (b) play a first variant sound file after the player uses the player input device to make a first one of the player inputs; (c) stop playing the primary sound file at a predetermined point in time after the player makes said first player input; (d) plays a second variant sound file after the player uses the player input device to make a second player input; and (e) stop playing the first variant sound file at a predetermined point in time after the player makes the second player input.